Wynncraft Build Team Information

Welcome to the build server, the map development site for Wynncraft.
IP: build.wynncraft.com

Rules

1. Do not leak any information or images of the unpublished work on the build server, or any chat related news that has been unannounced.

2. Act maturely and do not abuse any of the commands, additionally, respect other builders and their work, do not insult them or give orders or brag that you are better. But by all means, offer advice and help on their projects.

3. Do not use any commands that you aren't familiar with, they can often do harm if you aren't sure what you are doing, especially when working with large areas.

4. Do not build random stuff in places without thinking it through, or the permission of the Head Builder. Everything in Wynncraft is built for a purpose and follows a strict style.

(note: if you aren't sure about what to build, you can make a few "easy to copy-paste" builds in the "/warp practice" area, like houses, trees and even caves! But don't expect us to necessarily use them)

Ranks

There are several ranks used on the server to indicate the players skill and authority on the server, here is what they are and what they mean:

Head Builder: This is the top rank and is only given to Grian, the director of the builders and the designer of the map content. His word is final on all build-related decisions even if it requires the removal of something. All suggestions from the Head Builder should be taken seriously. He works closely with everyone involved and sets tasks to be done when he is absent from the server, while also building large portions of the map.

Project Manager: This is the highest and hardest rank achievable by a builder, they are assigned a project and a design is explained by the Head Builder, they then manage a small number of builders to see that the project is finished to the best it can be.

Elite Builder: This rank is given to the builders with the most dedication and skill, to get this rank you must be skilled in the art of world edit, voxel and building and show a variety of styles throughout their work. They are the most active and skilled builders, their suggestions on other builders work should be considered.

Builder: This rank is the common builder rank, they are active builders that carry out the tasks set by the Head Builder and Project Managers. They are generally capable in voxel or worldedit, and have a good building skill level and are generally active. They should be open to suggestions from elite builders.

New Builder: This rank is given to a newly passed builder from the Trial phase. They tend to be fairly active but perhaps a little new to some aspects of the design and style process. They vary in skill level, but carry out the same tasks as a builder. They should be open to suggestions from builders and elite builders.

Trial: This rank is for the newbies of the server, they have passed the application process and are now to be tested to see if they can deliver what was promised in the application. They carry out a specific task from the Head Builder and assessment can be very swift or take more time. They should take all suggestions and comments seriously.

Guest: This rank is for non-builders, guests of the servers which include friends of the Head Builder, mods and other admins. Feel free to bully them.

Commands

All builders, including those on trial have access to all worldedit and voxel commands, but must be used in accordance to rule no. 3. If you are unfamiliar with commands, but want to practice them, you can do so safely in an area of the map that is far from the wynncraft map. To get there do /warp practice.

 The build system works on a task-claim basis. The head builder will set a bunch of tasks that need to be done, and if there is someone specific for the job, he will specify, for example *"Build an adventure cave here in the typical style [Preferably Kaasjen & Svennert]"* If they do not claim the task themselves over a period of a couple of days, anyone can claim it. Once completed, it is the builders responsibility to mark it as completed.

 If a task is claimed, but not completed, it is the builders responsibility to unclaim it if the task proves too difficult or they cannot complete it due to time constraints. Of course anyone can work on any task with any amount of players, since some prefer to build as a group.

Here are common commands for builders:
/check & /check [id] - Let you check at the active build requests
/site [id] - Let you tp to a build site
/claim & /unclaim [id] - Let you claim a build request
/done [id] - Let you finish a build site
/tp [player] or [coord] - Teleport to a player or a specific coordinate (X,Y,Z)
/setwarp [warpname] - Set a warp to mark a location with a specific name
/warp [warpname] - Teleport to a warp

We expect a high level of maturity, and if you break the rules or abuse power, or just be a jerk to people, regardless of your skill level you will be removed from the team. Builders receive free content for Wynncraft and their own rank in game & on the forum.

If you are a potential trial builder, we wish you the best of luck with your task, and look forward to you joining the team!

Best of luck and wishes,
The Wynncraft Team.